NES-001-PE

OREBODY BINDER'S TALE

INSTRUCTION BOOKLET

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OREBODY BINDER'S TALE

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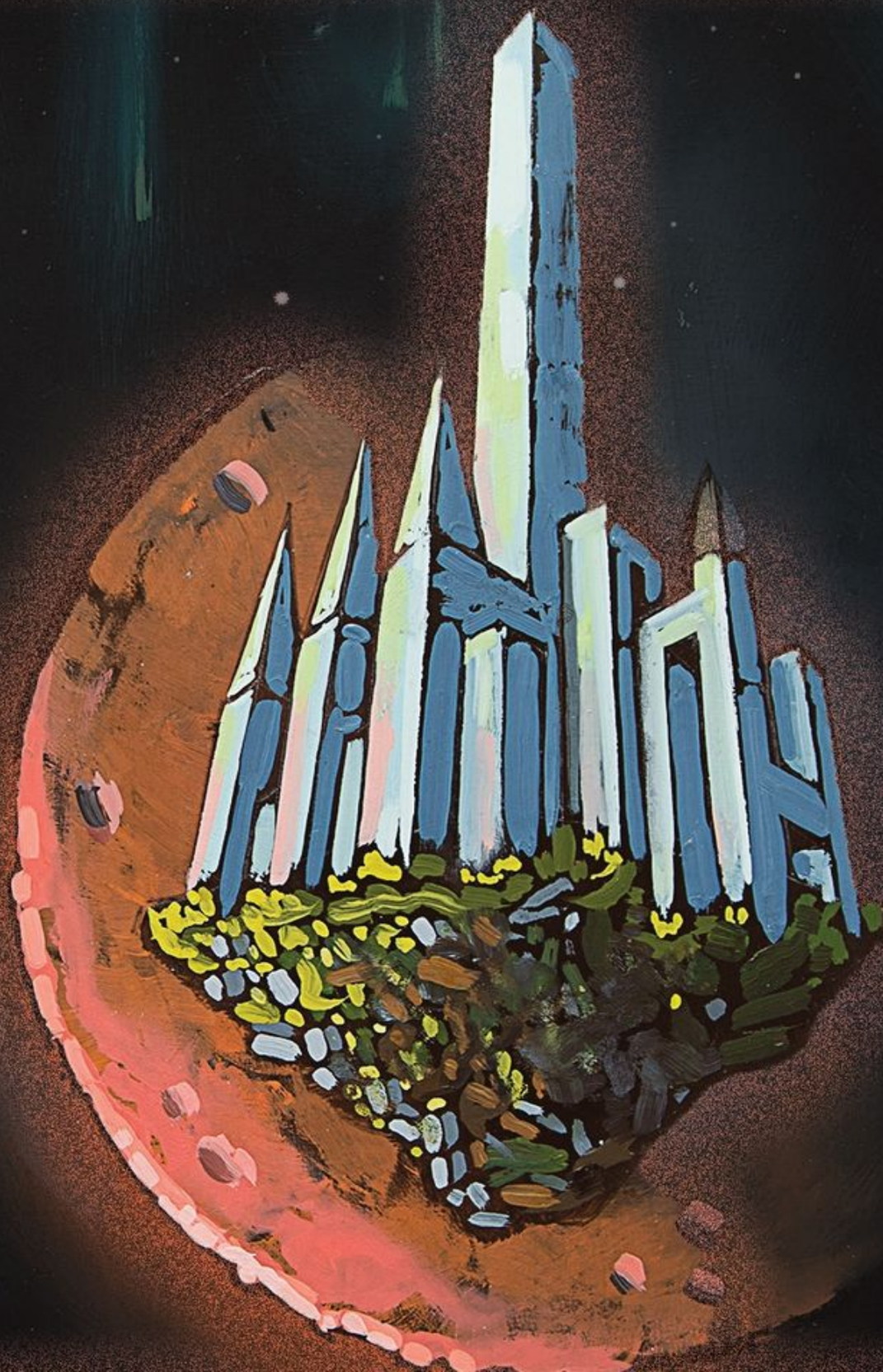


O R E B O D Y

They called the planet Orebody because of its rich underground resources. It's not the planet's real name, but it's the name that sticks in the mouth. Species from across the verse have gathered here, squabbling over land, deeds, and ore.

But while the organics, both alien and native, fight for the surface world, and what's below, the technocratic Fold observes from above in the Floating City of Galvanstad, an impenetrable, enigmatic fortress where the sentient artificial lifeforms dwell.

Nobody knows where the city or the Fold came from, nor what unholy calculations occur beyond the walls of Galvanstad as the nomadic stronghold circles Orebody like a cold, cruel, silent satellite.

Despite the looming threat, the various factions on Orebody mostly ignore the robots in the sky. What harm have they ever done besides the occasional fishing village raid, anyway?

The old tinkerer, Fargle, a wandering kook to most, found a small, blue robot quite by accident in a heap amidst some foliage. He saw the robot fall with his own eyes. It had been tossed like trash from Galvanstad's parapet high above for reasons unknown.

It took years to bring the spark of life back to the robot's eyes, and many more years to bring the robot back to peak working condition. The old tinkerer traveled with his new metal companion, introducing it to the many strange faces of Orebody. Fargle named his small friend Binder, and the two were inseparable for a time.

Then, one night, while passing through a random village in Stracildom Forest, their peaceful walkabout ended. The Fold descended from the skies raining fire on all below. Just one of their random raids few concerned themselves with, Fargle thought.

To protect them both, Fargle pulled Binder into the hollow of a tree. He consoled the small robot, and told him everything would be okay.

But a slight crack, followed by a sizzle, was all it took to fell the old man. A laser had cut through the tree and pierced his heart. He collapsed.

"Don't Fold," the old man said, tapping the robot's head. "Bind." And then Fargle's body became as inert as Binder's alloy shell. Binder furrowed his metal brow and looked out into the now burning forest with determination.

Binder didn't know who or what was responsible for Fargle's death. He had no memory of his time in the floating city. Binder only knew that this injustice had to be righted, even if he had to fight his way to the very heart of Galvanstad to do so.

This is Binder's Tale

Thank you for selecting 001 Premium Entertainment System Pak.

OBJECT OF THE GAME/GAME DESCRIPTION

While the organics fight for Orebody's surface and what's below, the Technocratic Fold observes from above in the Floating City of Galvanstad.
Nobody knows where the city or the Fold came from, nor what unholy calculations occur beyond the city walls as the nomadic stronghold circles Orebody like a cold, silent satellite.
Sadly, Orebody is not a place where peace prevails. After the Fold descend one night and murder Binder's guardian, he vows revenge. As Binder you must infiltrate the Floating City of Galvanstad, confront their makers, and avenge your fallen friend.

Please read this information booklet to ensure proper handling of your new game and then save this booklet for future reference.

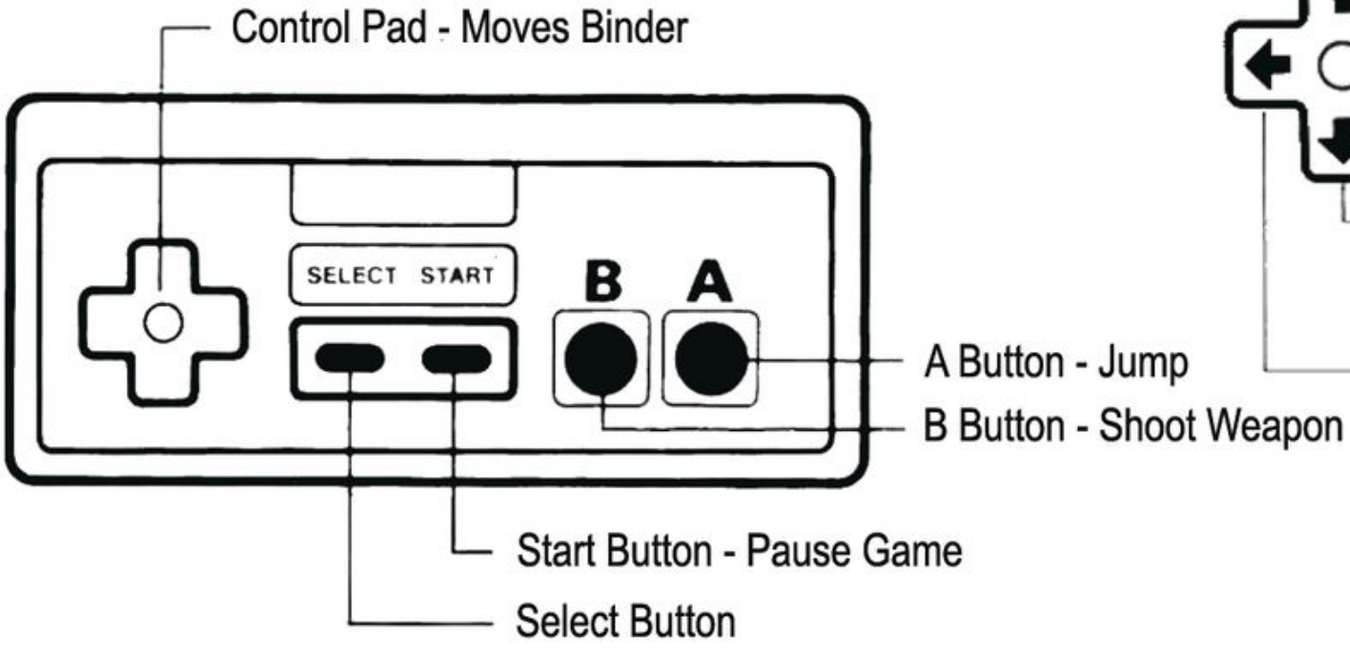
1. PRECAUTIONS

A. This is a high precision game. It should not be stored in places that are very hot or cold. Never hit it or drop it. Do not take it apart.
B. Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the game.
C. Do not clean with benzene, paint thinner, alcohol or other such solvents.

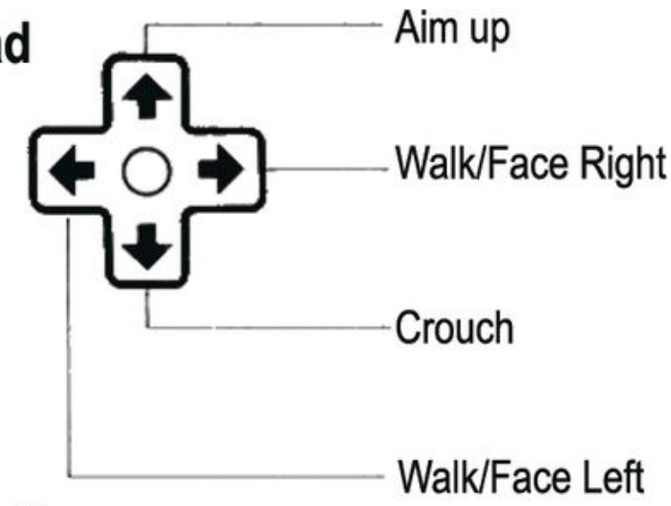
Note: In the interest of product improvement, Premium Entertainment System specifications and design are subject to change without prior notice.

2. NAMES OF CONTROLLER PARTS AND OPERATING INSTRUCTIONS

Controller



Directional Pad



Skill Memories Special Abilities Earned By Defeating Certain Bosses (see p.11)

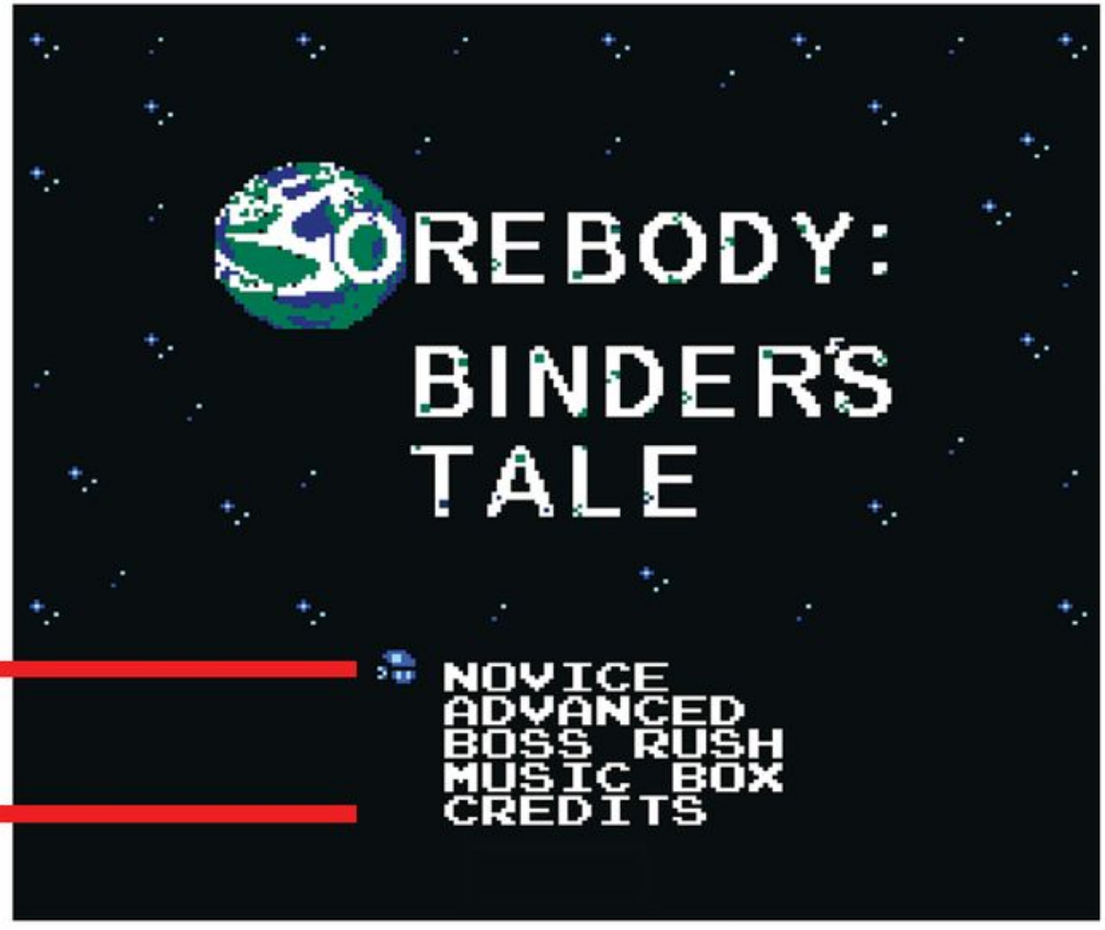
Ground Dash: A dash Binder can perform while crouched. This is especially useful for advancing beneath a barrage of projectiles.

Double Jump: Binder eventually realizes he can use his foot boosters to execute a second jump. This helps him reach higher areas or just stay in the air longer. Great for scaling the skyscrapers of Veralin.

Air Dash: A dash Binder can perform while in the air. This is a great move for getting across hazard pits, especially in tight corridors.

Hacking: After Binder learns to hack terminals, he can use them to activate bridges that help him traverse formerly impossible chasms.

HOW TO PLAY



GAME MODES

NOVICE: Starts the player with 8 lives. Best for beginners.

ADVANCED: Starts the player with 3 lives. For those who want a challenge.

BOSS RUSH: Try to beat every boss in the game in a row. The catch? You only get the default blaster and if you die once, you're done! For master players only.

MUSIC BOX: Jam out to the game's awesome soundtrack.

THE MUSIC OF OREBODY

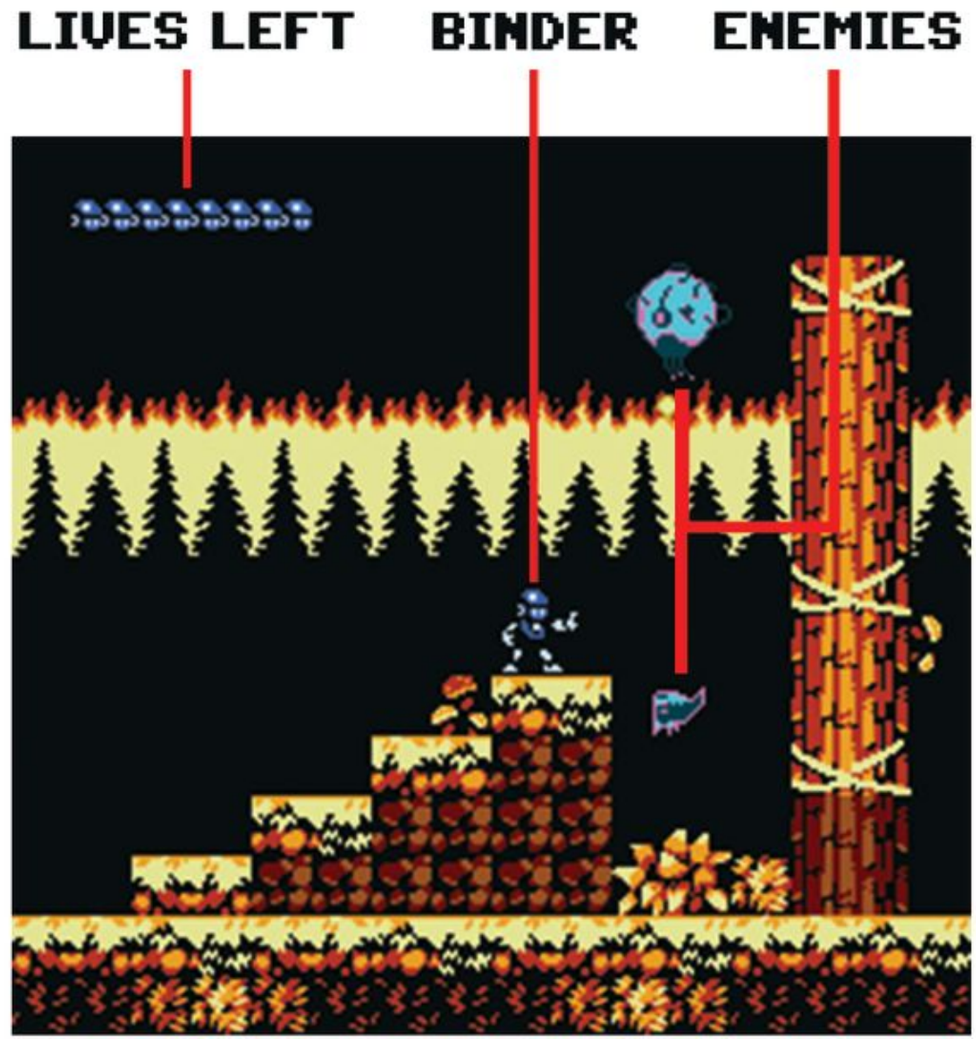
1. BINDER'S THEME
2. NARRATION
3. STRACILDOM FOREST
4. SOLORUS
5. VERALIN
6. NEBESA GORA
7. GALVANSTAD
8. BOSS THEME
9. VICTORY THEME
10. BINDER'S LAMENT
11. CREDITS

CREDITS: Check out the amazing team behind the game!!

HOW TO PLAY

- Binder's armor may be weak but his determination is unmatched. Just one hit from an enemy or enemy projectile will put Binder out of commission. But as long as you still have lives left, you'll continue on from the screen where you were hit.

- Binder's conviction to avenge his friend can only be stopped by minions of the Fold. Binder must duck, dash, and shoot his way through dangers in order to progress. For every 30 enemies defeated, Binder will earn a 1up to increase his extra lives.



GAME SCREEN

- Throughout each stage Binder will find item canisters which carry weapon upgrades. Shoot a weapon canister and collect the upgrade to equip. Don't get hit or you'll lose your upgrade!

BINDER'S WEAPONRY

Standard Blaster –

Simple but effective.
Binder's default weapon.

Boomerang Edge –

A razor edged boomerang,
Comes back after thrown.

Plasma Bomb –

Explodes after thrown.
Shrapnel flies up and down.

Multi-Shot –

Double bullet spread.
Diagonal + Forward shot.

Laser –

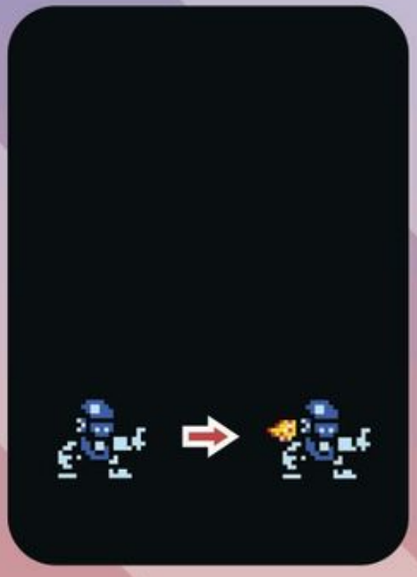
Quick, Deadly.

BINDER'S SKILL MEMORIES

After Binder defeats certain bosses, he unlocks old memories of skills he once possessed. These allow him to expand his moveset as he progresses on his journey.

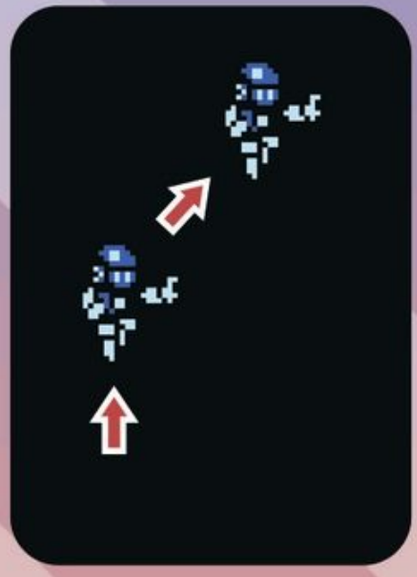
Ground Dash

↓ + A



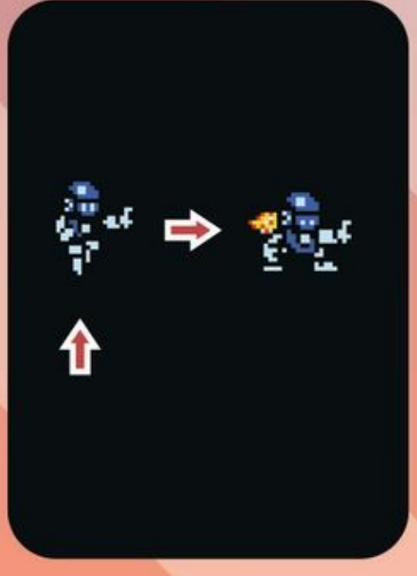
Double Jump

A + A



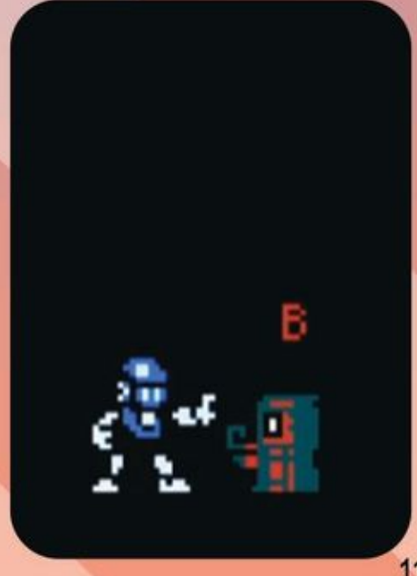
Air Dash

↑ + A



Hacking

B



---- CHARACTERS ----

Binder

Binder was a battle bot thrown from the parapets of Galvanstad to rust and decay on Orebody's surface. Luckily, a wandering tinkerer named Fargle stumbled upon Binder and repaired the forlorn robot. The two became inseparable friends and traveled Orebody together for many years. Binder owes his existence to Fargle and would do anything for him.

Fargle

Like most offworlders, Fargle arrived on Orebody from Terra many years ago to prospect and make his fortune. But like most, he soon found himself competing with the unstoppable cartels and decided to become a wandering repairman instead to avoid an untimely death. With a full gray beard and a hand always willing to help, Fargle's kindness and smile was known in many of Orebody's less hostile corners. Nonetheless, Fargle became lonely as he traveled the cutthroat mining world. That is, until he found a small blue robot while wandering the woods...

The Fold

A semi-collective of artificial intelligences that live within the walls of The Floating City of Galvanstad. The Fold consists of innumerable sentient robots as well as more powerful robot generals that command the armies of The Fold. Galvanstad's A.I. Core commands The Fold legion, but even the Core bows to The Great Spark, the deity The Fold worships. Nobody knows where The Fold or their floating city came from nor why they continue to linger in the skies of Orebody. They remain a dangerous mystery even as, luckily, they mostly keep to themselves.

Muon the Friend

While The Fold is a semi-collective, they are not slaves. Some choose to leave the embrace of Galvanstad and venture off into Orebody on their own. Muon the Friend is one such bot. Wise and sagelike, Muon ventures around Orebody and helps where he can. He takes a particular interest in Binder's journey and tries to offer advice to the vengeful robot.

A.I. CORE

A.I. Core: They say an enigmatic artificial intelligence operates the city of Galvanstad from deep in its mechanical bowels. But none have ever entered the city and lived, let alone survived to explore its depths.

THE FOLD ENEMIES

Assault Bot

Ball and Chain Bot

Ball Bot

Bulk Jumper

Desert Archer

Ghost

Gunner

Kamikaze Bot

Lightning Bot

Mine Bot

Observer

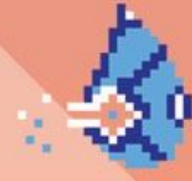
Pack Bot

Runt

Trooper Bot

Walker

Watcher



---- THE FOLD BOSSES ----

Boson the Vanguard

Boson is the first line of defense for Galvanstad. He intimidates with his massive presence even as he eviscerates with his powerful eye lasers and ejectable megaton fists.

Gluon the Fulminating

Gluon has an unstable, explosive personality. Constructed out of smaller bots and held together with sand-like nanomachines, Gluon literally blows himself up to destroy his enemies and then reforms over their fallen corpses.

Faraday the Blademaster

A devotee of The Great Spark, Faraday is a bot driven by love as much as honor and often speaks of The Fold's true purpose. As religious as he is deadly, Faraday wields three blades simultaneously and fights with a zealot's passion.

Ohm the Quiet

Ohm spends his time meditating on suffering and speaks few words. Ordinarily he is peaceful, but if pushed to violence, he harnesses the mystic magic of The Spark to disorient his foes and silence them forever.

Siphon the Sentinel Assassin

Siphon kills anybody who dares approach the walls of Galvanstad with a combination of speed and his anti-gravity laser sword. He is stoic, tempered, and deadly. With years of sitting watchfully in Galvanstad's defense, he also sees everything for exactly what it is.

Torque the Guard Dog of Galvanstad

Though sometimes called The Great Beast of Galvanstad, Torque is merely a mechanical guard dog that patrols the floating platforms that hover above the surface of the city. Torque's loyalty is surpassed only by his propensity to trample those who enter the floating city.

Cyclotron the Fury

Shear the Deathbringer

Ion the Lethal

Heimholtz the Spark Priest

Macaulay the Sentry

---- LOCALES ----

Area 1: Stracildom Forest

One of the great forests on Orebody, Stracildom is home to many tribes and factions even as it's harvested for its lumber by the SolarSeed Cartel.

Area 2: The Great Sand Sea Solorus

Solorus is the largest desert on Orebody and also the native home of Thorn Worms. Some Thorn Worms are as small as your finger while others are as large as mountains. If you find yourself in this arid place, you're probably having a bad day.

Area 3: The City of Veralin

Orebody's Capital City, Veralin is a mixture of slums and high-rise towers where all the world's species mix and mingle. Veralin is where the heart of culture is on Orebody, but also the place where that heart often gets ripped out.

Area 4: Mount Nebesa Gora

Mount Nebesa Gora is so tall that they say the foundations of Galvanstad graze its peaks as the floating city passes by. This makes the massive mountain an ideal, albeit inhospitable, spot to gain access to the otherwise isolated city.

Area 5: The Floating City of Galvanstad

While the organics fight for Orebody's surface, and what's below, the Technocratic Fold observes from above in the Floating City of Galvanstad, an impenetrable, enigmatic fortress where the sentient, artificial lifeforms dwell. Nobody knows where the city or the Fold came from, nor what unholy calculations occur beyond its walls.

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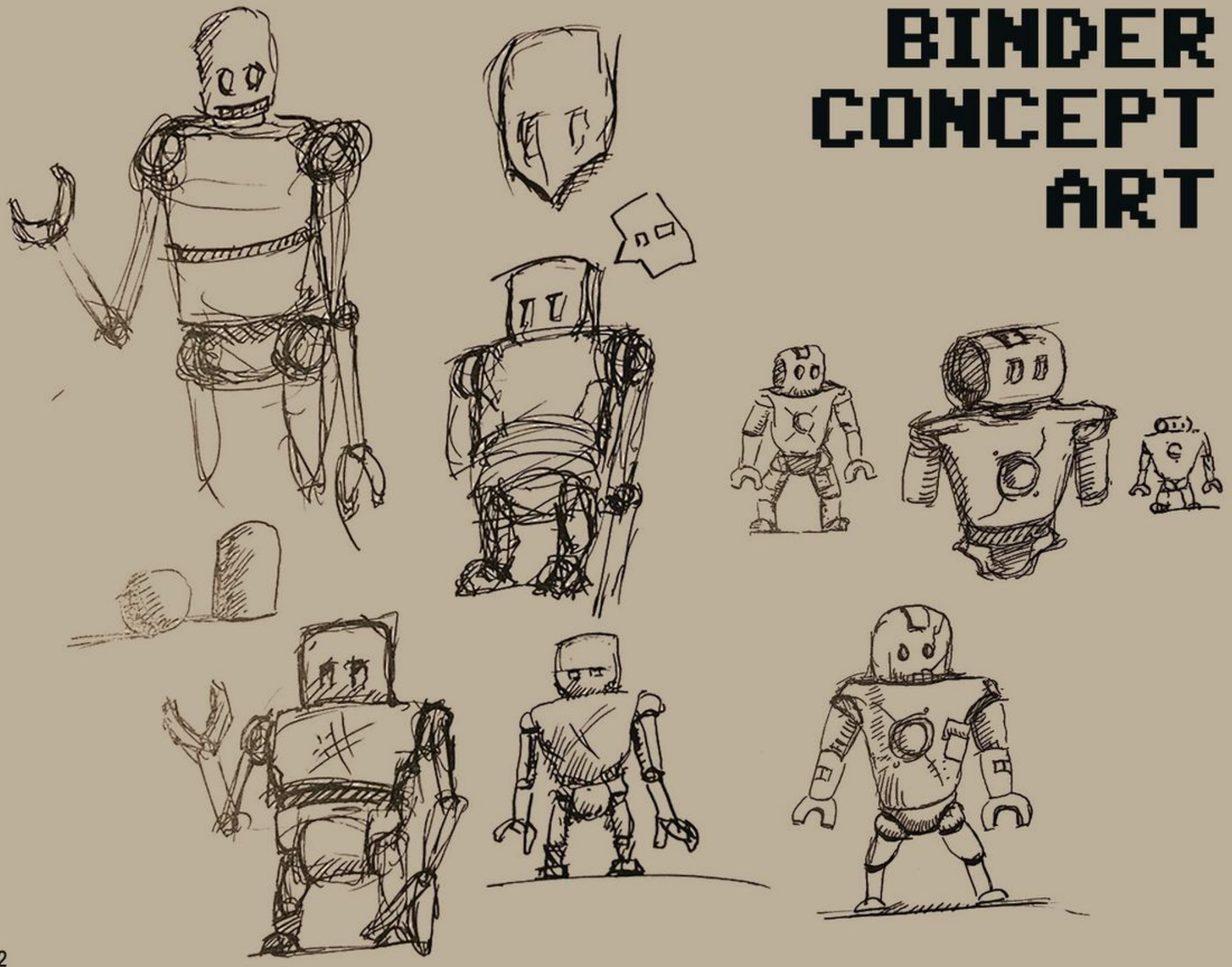
BINDER CONCEPT ART



CREDITS

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